the Exhausted side) and reference Spellboard; dice pool (all start on and Battlefield; deck, discard, and

summonable creature cards) individual card, plus any with no more than 3 if any (Phoenixborn, 30 playable cards Construct or choose a deck

Choose your First Five.

Round

Preparation Phase

dice (on the first round, all dice) All players roll their Exhausted

> will take the First Player token. player with most A chooses who pool. On the first round, the and place them in the Active Each player: discard as many

have five cards in hand. until your deck is empty or you cards as you like. Draw cards

- cards in hand) damage. (If more damage each in play order.) than one, alternate taking one Any player with <5 cards takes (5

player holding the First Player Alternate turns, starting with the

Turn Phase

symbol. do other things with neither you may do one ↔, and you may In any order, you must do one ®

⊗ can be "pay a ⊗ cost", "attack", or "pass".

a dice power", or "meditate".

which are moved from Active to card),

(discard that many cards an Exhaustion token on the from your hand), or die symbols, Other card costs may be ♥ (place

> boxes are an alternative: pay A or Exhausted pools. Two connected

the round ends. actions in future turns. When all action. You may take other main players have Passed in succession this turn, but can still take a side Pass: you take no main action

highest (animal) face. cost ♦ plus a die of the matching die reference card, and always Dice powers are shown on the

Meditate: as many times as you like, one at a time, discard a card

Remove exhaustion: take one 🐺 off each card that has any.

Recover: remove Wounds from each unit equal to its Recovery.

a yellow box.

Have the last living Phoenixborn.

Goal

conjurations, your Phoenixborn,

Construct your play area:

Setup

Recover Phase

In either case if wounds equal or exceed Life the unit is destroyed.

or an unexhausted Phoenixborn, become the new target. The two nvolved combatants do their Attack damage to each other, may choose to Guard and then get an 🕏.

> opponent units with Unit Guard, unexhausted unit and a target Attack a unit: choose one unit. Other unexhausted Phoenixborn.

Attack a Phoenixborn: choose one or more unexhausted units. they do their Attack damage to unexhausted units, one to one: each other, then get an 💗. Any unblocked units damage the Target may Block with

turn an Active die to the face of spellboard. Each time you do, from your hand, deck or vour choice.

Last edited 2025-10-16 https://tekeli.li/rogers-

should probably use the official rules since exact phrasings can

matter.

A card with 🕏 on it has no ability or effect text, unless that text is in

Notes

Note that for serious play you

Exhaust dice: move any number of dice from Active to Exhausted

Do any "End of Round" effects.

Pass the First Player token

clockwise.

to be rerolled next round).

Ashes